

OUTPUT



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GOSCOM - OUTPUT - MAGAZINE
GOSFORD COMMODORE COMPUTER USERS GROUP

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The Club magazines (OUTPUT & RAM) are produced on C64, C16, C128, Amiga, PC 5 computers, Commodore 802, Commodore 803 printers and Commodore 1101 daisy-wheel printer, and a lot of person hours from many people. However, we must state that we are a non-profit Social Group, and that some of the cartoon, art work and program listings are borrowed (pirated) from other professionally produced periodicals. We would like to formally thank other magazine Editors and artists for the material that we re-use. We select art work and public domain listings to suit our own articles and format, and don't intentionally try to break copyright laws by blatantly reproducing any other magazine articles.

"PREZ'S PRATTLE"

What did I hear you say? "We're sold out of all our "new look" RAM magazines". Even after increasing the initial order. Do I take it that it has your approval?

I personally found it extremely comprehensive and interesting and feel sure that at this continuing rate we will soon be in the position to offer free Cars and Pacific Holiday Cruises!

Enough, Enough, back to the business of what's happening in the club.

A registered postal articles application has been lodged with Aust.Post, so when approved it will enable us to post all of our magazines at a greatly reduced rate, and on time!

Who can forget one of our dear members Anne Lipscombe who has advised me that she would like to give a demonstration of popular programs like Print.Shop, Certificate Maker, Newsroom etc., in a form that would be beneficial to the average users in making personalised greeting cards, letterheads, etc. Anne's non-technical demonstration will be held during our 2 July meeting.

After a short discussion with Andrew Farrell from Australian Commodore Review, he has advised me to expect the next issue of their magazine to be available for our members at the discount rate of \$2.00 per issue! Please leave your name with Danny, our Librarian, at our Trading post to ensure your copy.

Those of you who have been asking about cartridge and userport expansion cards will be pleased to hear that they are now available through Computerscope, Hornsby (02,477 6886). A very handy item, especially if you have several cartridges you use regularly, and it can also free up the RS232 port to run those extra peripherals, (printers, modems, etc)

Don't forget we will need a few more Computer systems at our meetings, so if you have a program that you are fond of you will be welcomed to show off your skills.

Seen in a recent IBM programmers examination test paper the following extracts;

Question 4. PUBLIC SPEAKING.

2500 riot crazed aborigines are storming the classroom. Calm them. You may use any ancient language except Latin or Greek.

Question 6. MUSIC.

Write a piano concerto. Orchestrate and perform it with flute and drum. You will find a piano under your seat.

This could explain a lot of those unanswered questions you may have had! I have the complete test paper if any one is Interested.

During our first meeting of June '87 we were privileged to a demonstration on the Cockroach Graphic Pirate cartridge by the very capable Steve Quinn.

"PREZ'S PRATTLE"

It left us amazed and impressed, so if you missed it, we still have copies of the graphic demonstrations in our library for your benefit.

I am sure that a few of our members will be purchasing the cartridge soon.

We have been receiving some excellent articles lately, but we still need a few more listings as I think we all like to try these small programs out for ourselves. When submitting your listing please be sure that they work. Our suicide rate at the club is down at the moment and I would like it to continue.

Your PREZ,
CHRIS DUNBAR.

DUE TO THE FACT GOSCOM HASN'T GOT
A PRESIDENT OF OUR OWN WE'VE
PINCHED TLCUG'S. ** SLICKRICK **

Always remember;

When life gives you lemons,
Make Lemonade!

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TECHNICAL JARGON

By Jim Wick (from CURSOR June 87)
Old Commodore Computer users Group Newsletter.

For the benefit of club members who may be a little confused by the technical jargon that seems to prevail at our club meetings, I have composed a short list of the more common terms and their meanings. This should prove invaluable in understanding the talk at the meetings and should also allow them to join in without making fools of themselves!

BYTE.....What the vaper does.
DEBUT.....Be ting killed wid de mortien.
APPROX.....Unit measurement of sunshine.
BINARY TREE.....For binary dogs.
EMULATE.....A flightless non-punctual Australian bird.
GDU.....Socially diseased sheep.
DATA SOURCE.....Flavouring for microchips.
SUPER SORT.....Raquel Welch.
EXTERNAL SORT.....Mistress.
EXCHANGE SORT.....The end of an affair.
OPERATING SYSTEM.....What you get after eating 1kg of prunes.
KILOBYTES.....1000 dirty stories.
PROPERLY.....er.....um.....
MACRO.....Scottish oarsman.
SYS.....Female sibling.
BOOT.....What dad gives when you play up.
SPRITE.....Garden fairy.
GOSUB.....Join the Navy.
LOAD.....Too much to drink.
MONITOR.....Type of large lizard.
FALL.....What you get when you fall asleep at a meeting.
HOP.....Byzantine corpse.
PEEK.....A quick look.
SYNTAX.....Fringe benefite charges.

AUGUST 1987

COMPUTER CALENDAR

SUN MON TUE WED THU FRI SAT

						1
2	3 BANK HOLIDAY TODAY	4	5 GOS BUSI MEET T CANCELLED	6 TLCUG MAIN MEETING TONIGHT MAGAZINE ARTICLE DEADLINE	7	8
9	10	11	12	13	14	15
16	17	18	19 GOSCOM NORMAL GROUP MEETING TONIGHT	20 TLCUG WORKSHOP MEETING TONIGHT, ALSO MAL'S BASIC PROGRAMING	21	22 MAGAZINE CUT AND PASTE AT RICK'S PLACE FROM 12 NOON TODAY
23	24	25	26	27	28	29 MAGAZINE ASSEMBLY AND STAPLING AT RICK'S PLACE FROM 12 NOON TODAY
30	31					

== HAPPY COMPUTING ==

FROM GLEN , TLCUG COMMITTEE , RICK
AND THE CUT AND PASTE TEAM.

3

PETERS TOP TEN GAMES



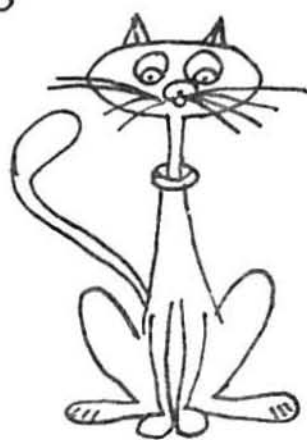
1	GUNSHIP
2	KRAKOUT
3	SHORTCIRCUIT
4	10TH FRAME
5	LEADERBOARD
6	WORLD GAMES
7	GAUNTLET
8	PAPERBOY
9	DAN DARE
10	ACE OF ACES



TOP FIVE ADVENTURES



1	THE PAWN
2	MASTERS OF THE UNIVERSE
3	LEATHER GODDESSES
4	HULK
5	DRACULA



GAME HELP

DAN DARE

FIND YOUR WAY AROUND
FIRST AND MAKE A MAP
AS YOU ONLY HAVE A
LITTLE TIME

ADVENTURE RESCUE

LEATHER GODDESSE

ONE WIFE IS MORE EQUAL
THAN THE OTHER.

HULK

THE DOCTOR IS IN THE EMPTY
DOME. MAKE SURE YOU
EXAMINE WHAT HE POINTS AT.

MEMBERS LET ME KNOW ANY OF YOUR GAME HELP
AND ADVENTURE RESCUES. I WILL PUT THEM IN
THE NEXT ISSUE OF R.A.M. MAGAZINE. PETER - L.L.L.

BASIC TUTOR 2 page 1

The INPUT command is used to pass information from the user to the computer. Consider the following program.

```
10 PRINT"FIRST ENTER THE EXCHANGE RATE IN THE"  
20 PRINT"FORM OF THE NUMBER OF AUSSIE CENTS TO"  
30 PRINT"EACH U.S. DOLLAR";  
40 INPUT ER  
50 PRINT"NOW ENTER THE PRICE IN U.S DOLLARS YOU"  
60 PRINT"WOULD LIKE CONVERTED";  
70 INPUT PR  
80 AP=INT((100/ER*PR)*100)/100  
90 PRINT"THE PRICE IN AUSSIE DOLLARS IS":AP  
99 END
```



Notice how the program doesn't assume any particular rate of exchange, but uses the variable ER to represent it wherever it is needed. The program begins by telling the user what is needed and asking him to supply a value.

Enter this program, check it carefully, and type RUN. Now pretend you are considering a subscription to a US magazine and you are wondering how much it will really cost. The program is asking you to enter the exchange rate. You may have noticed this rate on TV recently or you can usually find it in a newspaper. Enter the appropriate figure and push the **ENTER** key. ~~BRUNNEN~~

As soon as you do this the computer will give you an answer. Run the program again and enter different figures at the prompts. You will notice that the computer is able to convert your input (INPUT) to a sensible output.

The INPUT command comes in several slightly different forms. We'll look at some examples, and mention a few general rules.

1. Clear the computer by typing NEW and type in:

```
10 PRINT"WHAT'S YOUR NAME"  
20 INPUT N$  
30 PRINT"HELLO ";N$
```

Run this program and see what happens. The example shows how the INPUT command works with string variables as well as numeric variables. You could use this sequence near the beginning of any program where you wanted the computer to be 'friendly' to the user. If the program was a quiz of some kind, you could use the value N\$ in commands like:

```
40 PRINT"NO ";N$;". YOU CAN DO BETTER THAN THAT"
```

2. Here's more. NEW again and try:

```
10 INPUT"NAME";N$  
20 PRINT"GOODBYE ";N$
```

This example shows that a short piece of information can be included in the INPUT command itself. The information shows up on the screen as a guide to the user, just before the '?'. Notice that the string of descriptive words must be followed by a semicolon.

3. Lastly try:

```
10 PRINT"GIVE TWO NUMBERS TO BE ADDED"  
20 INPUT A,B  
30 PRINT"SUM=";A+B  
40 END
```

The INPUT command now expects two values, and the user must type them separated by a comma or by pressing the ~~RETURN~~ key between each entry.

eg: 99,45

or: 99
45

In general, the INPUT command may ask the user for any number of variables, but it is better to keep the number down to two or three to prevent confusion. In the command itself, the variables are separated by commas.

Run the program again and this time answer the prompts with something other than numbers. Like:

JOHN,MARY

Did you get the reply:

REDO FROM START

The computer was expecting numbers to fit the variables A & B. As it could not get a number from your input, this message was displayed. The computer is now waiting for numerics. When a string is expected (as in INPUT N\$) the computer will accept almost any response from the user.

Because the comma is used as a separator in INPUT, it will not be accepted within a string. Other keys such as; colon, CLR/HOME, f1, f3, and so on are also excluded from input. However, if the input is put inside quotes (") it will be accepted.

The INPUT command can only be used within a program. Trying to use it in direct mode will result in:

ILLEGAL DIRECT ERROR

TESTING. TESTING....

Finally let's see if you got all that. This program makes your computer work as a calculator. You type in two numbers and the computer adds them together and puts the answer on the screen. See if you can fill in lines 30 and 50 with INPUT commands.

```
10 PRINT CHR$(147)  
20 PRINT "TYPE A NUMBER"  
30  
40 PRINT "TYPE ANOTHER NUMBER"  
50  
60 C=A+B  
70 PRINT A;"+";B;"=";C
```



DISK FILE PROGRAM V2.0

a step by step run through on how to use this program
Keep a record of your programs & disks.

DISK FILE PROGRAM V2.0

TO LOAD "X".8.1 <return> HIT ANY KEY TO START

SELECT DRIVE CONFIGURATION

1. MSD SD-2 OR 4040 DUAL DRIVE (DV8)
 2. SINGLE 1541 DISK DRIVE (DV 8)
 3. TWO 1541 DISK DRIVES (DV 8 & 9)
- SELECT "2"

- | | |
|--------------------------|-------------------------|
| 1.- ADD FILES | 6.- VIEW DISK DIRECTORY |
| 2.- PRINT FILES | 7.- SAVE D FILE |
| 3.- SORT THE FILE | 8.- LOAD D FILE |
| 4.- SEARCH FOR FILE NAME | 9.- REMOVE A FILE |
| 5.- SEARCH FOR DISK NAME | 0.- QUIT |

RECORDS IN MEMORY 0

FILE SETUP

SELECT 8 <return> Load file (v70) PRESS Y
Is master disk in drive B? PRESS Y

EXISTING CATEGORIES ARE:

Do you want to scratch a category? PRESS N
Do you want to create a new category? PRESS Y
Name of new category? GAMES PT1 <return> Or name of choice,
MORE? You can add in more categories up to eight
MORE? N Categories will save to disk

WHICH CATEGORY DO YOU WANT

Sample setup

1. GAMES PT1
2. BUSINESS
3. PRINTING
4. 128 PROGRAMS



PRESS A KEY 1 TO 4

FILE TYPE MISMATCH PRESS ANY KEY

Press any key You will go back to the main menu

PRESS = 1 ADD FILES
ADD FILES

(I)ndividual or (D)isk
A= ABORT

Id's you can add a four letter ID "AAAA" or "2323" ID
and you can mix them "12S1"

DISK FILE PROGRAM

Page 2

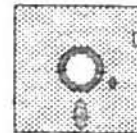
By pressing "I" you can add individual files
Input a four character ID (A=ABORT)

? 22S1 <return> Disk number size one

ENTER FILE NAME (MAX 16 CHRS)

Of disk you are working on

? GHOSTBUSTERS <return>



By pressing "D" you can add files from disk

FILES 1-1AST ID USED

Place disk to be read into drive B and input
a four character ID (A=ABORT)

? 24S2 <return>

QUERY (Y/N) PRESS Y

EXAMPLE

NAME : DISK DIRECTORY NAME ID 02

BLOCKS	NAME	TYPE	
73	kid grid	P	Y
134	dambusters	P	Y
23	dam 2	P	N
12	file	SED	N

You can add files from disk up to one hundred
then you have to save them.

PRESS Y for yes for files you want

PRESS N for no for files you dont want

HIT A KEY TO CONTINUE

? A <return>

After pressing "A" you go back to main menu
program.

PRESS 3 SORT THE FILE

After entering files this will arrange them in
alphabetical order.

PRESS 7 To save the files

SAVE FILE

CURRENT FILE IS GAMES PT1

IS THIS CORRECT? (Y/N/A=ABORT)

PRESS Y Files will load to disk

REMOVING FILES

PRESS 9 REMOVE NAMES

DELETE (N)ame or (I)d

INPUT NAME TO REMOVE OR EDIT

? GHOSTBUSTERS <return>

PRESS I INPUT ID OF DISK TO REMOVE

? TYPE NUMBER OF FILE TO REMOVE <return>

PRESS 4 SEARCH FOR FILE NAME

Enter name to search for

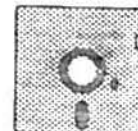
? GHOSTBUSTERS.....24S1

END OF LIST PRESS ANY KEY

PRESS 5 SEARCH FOR DISK NUMBER

Do you wish to change an ID (Y/N)

PRESS Y Enter old ID ?24S1 =OLD ID <return>



DISK FILE PROGRAM

Page 3

Enter new ID ? 21S1= NEW ID <return>
Do you wish to change more ID'S (Y/N) PRESS N
PRESS 5 search for disk number
Do you wish to change an ID (Y/N)
PRESS N search for disk number
ENTER 4 CHR ID TO SEARCH FOR
? 21S1 new disk number <return>
GHOSTBUSTERS.....21S1
HARD COPY (Y/N)
PRESS N END OF LIST PRESS ANY KEY

PRESS 6 VIEW DISK DIRECTORY
Is the correct disk in the drive
PRESS Y DIRECTORY WILL LOAD ONTO SCREEN
Press any key when ready
Will return to disk filer program
PRESS 2 PRINT A FILE : Screen display will be
DISK FILER

OUTPUT ON

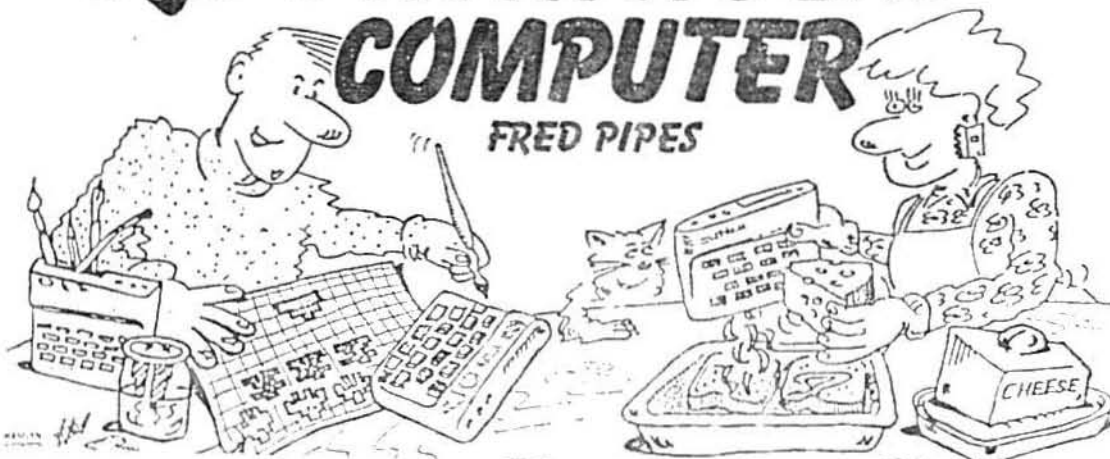
1. SCREEN
2. 80 col . PRINTER
3. 136 COL . PRINTER (condensed print)

BY PRESSING "1" displays file on screen
For printout on screen
PRESS 2 = ENTER TODAY'S DATE (NO COMMAS)
?16/05/87 <return>
? ENTER PRINTER DEVICE NUMBER
? 4 <return>
Make sure printer is turned on
It will print out your list in alphabetical order
PRESS 0 QUIT! ARE YOU SURE? (Y/N)

Before you press Y make sure you have saved all
your files.

101 THINGS TO DO WITH A DEAD COMPUTER

FRED PIPES



DISK DRIVES

"as Retold by JOAN SCOTT"

One of the most annoying things of the C64 is its disk drives.

Where as the 1541 is painstakingly slow and prone to costly head and mis-alignments, it stores 170 K.bytes of data, and is the only drive on which 100 percent of C64 programs will work.

Commodore's own 1571 disk drive, which is theoretically compatible with the 1541, will not load some of the protected C64 programs because of the Rom differences.

The clear loser has been the average honest user!

Our poor 1541's keep going out of alignment, and it is not just costly, but downright inconvenient having a drive in the repair workshop.

For all fellow sufferers, here is a tip which may save a lot of trauma.

One of the common sources of disk error is caused by attempting to load programs that use Half Tracks.

Half Tracks are tracks halfway between the standard ones. Are you still with me!

After loading a program which uses half tracks as part of its protection, its quite easy for your drive to end up stuck in "half track " mode. Even turning it off and on will not reset it.

If your drive is issuing lots of "read & write" errors, this could be your problem.

Before sending it in for repair, try formatting a disk without having a disk in the drive .

You can do this by typing;

```
OPEN 15,8,15
```

```
PRINT#15,"n:no name,10"
```

```
CLOSE 15
```

The drive will make a bit of a noise, but that's because its encountering errors (no disk inside), and each error is causing it to reset itself. You are trying to knock it out of "half track" mode.

This has been tried and proved to work and I thought this would be of some help and interest to our members.

While in Sydney the other weekend I called into MICROCOMPUTER SPOT SHOP 16 Greenway Arcade 222 CHURCH STREET, PARRAMATTA Ph: (02) 8911170 Pricing 80 column monitors I asked about converting my 1701 into 80 column for my 128.

CHRIS FELTHAM the gentleman I was speaking to told me he had a cable that could do it.

So I took the risk and bought it for \$17.99 arrived home Sunday night not knowing weather it would work or not.

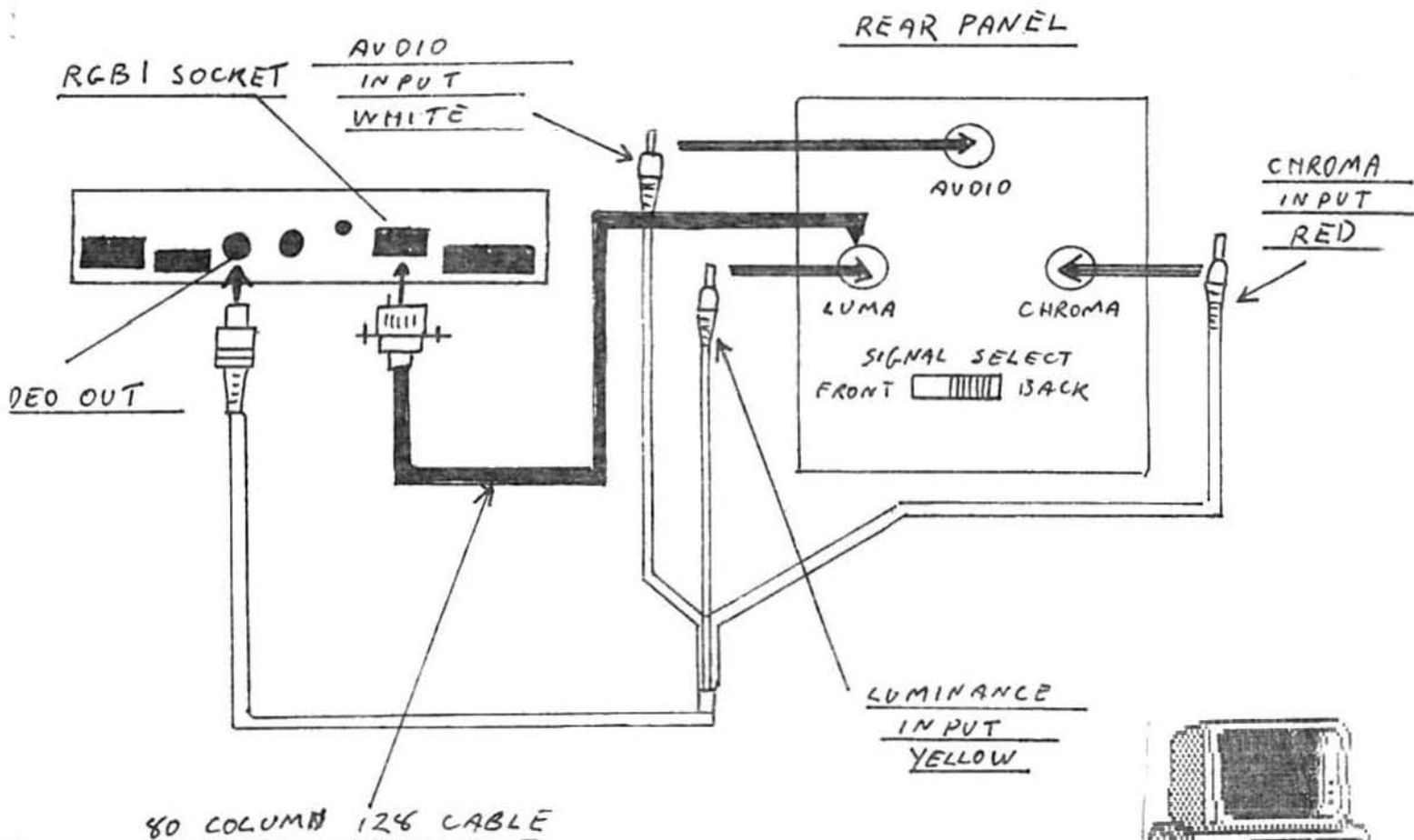
Plugged it in set my 40/80 display key loaded word writer I now have a 80 column monitor.

He called it a 80 column 128 cable.

I have a color monitor but in 80 column mode the screen is black and white and there is no sound its ok for business programs.

They will not tell you about the cable they try and sell you a 80 column monitor, only if you ask about it.

I have drawn a diagram of how to connect the cable to your 128 and 1701 monitor.



Plug in large end of 80 column 128 cable into RGBI socket of 128 COMPUTER.

Unplug "YELLOW" luma. Plug in 80 column 128 cable. Unplug "RED" chroma cable. Set 40/80 display key. turn monitor and key board on.

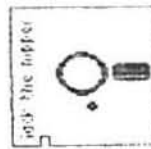
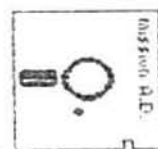
If you dont unplug "RED" chroma cable you get colour flashes on the screen.

Any problem ask Peter Williams.



Softly, Softly.

Our Software Review.



"ELITE"

This game should serve as great incentive to all you coders out there with ambitions of turning your own work into hard cash.

David Eraben and Ian Bell have so far earned in excess of \$100000 each for Elite.

The reason so many gamers have reached for their wallets on a variety of systems is because of Elite's appeal to a very wide section of players.

In one respect it is a superb 3D shoot 'em up, in another a superb strategy game requiring careful planning. The combination of these elements adds up to a deep space arcade adventure to keep you playing for months, even years.

The objective of the game is to attain the coveted status of Elite. To do this you will need to travel the galaxies trading with other planets and space travellers, engaging in battle and enhancing your Cobra spaceship.

To buy better hardware for the Cobra you will need to have earned the cash by plunder or by trade.

Another strength of the game is that there are no set ways of doing things - allowing gamers to develop their own strategies. For example, it is entirely possible to increase your status, even to Elite, by being an inter-galactic narcotics trader.

The Cobra's controls are extremely sophisticated, with short range and long range radar, scanners, shields, space debris scoops, fuel scoops, pulse lasers and missiles. One of the few games that justifies the prefix "Mega".

Hints:

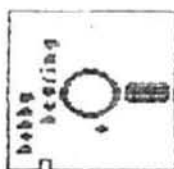
- 1) Trade is the key to success. Learn the 17 commodities well and concentrate on those items with the largest profit margin.
- 2) Purchase a good laser as early as possible, preferably a military one. You will be glad of this when attacked by pirates.
- 3) Watch out for Trumbles - they are unique to the 64 version and are a right darned nuisance!

ELITE:- [DISK]-

```
10 FOR X=48192 TO 8176
15 READ A : POKE X,A
20 T=T+A : NEXT : PRINT T
30 IF T < 10792 THEN PRINT "DATA ERROR"
40 DATA 32,65,32,141,251,37,32,51,32,141,252,37,169,1,162,8
50 DATA
160,1,32,166,255,169,4,162,47,160,32,32,169,255,169,176,133,251,169,37
60 DATA
133,252,169,251,162,253,160,37,76,216,255,64,48,58,77,162,73,24,138,125
70 DATA
175,37,93,176,37,202,208,247,96,162,73,24,138,134,187,69,189,106,125
80 DATA 175,37,93,176,37,202,208,242,96,255
```

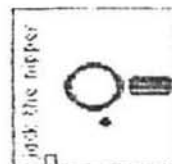
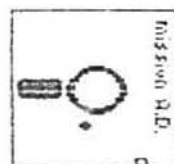
Here are some really meaty POKES:





Softly, Softly.

Our Software Review.



"ELITE"

Here are some really meaty POKEs:

POKE 9646,18 - CLEAN STATUS
POKE 9664,151 - FRONT MILITARY LASERS
POKE 9665,15 - REAR PULSE LASERS
POKE 9667,50 - RIGHT MINING LASERS

YOU CAN REARRANGE THE LAST FOUR POKEs
COMBINATIONS.

TO GIVE DIFFERENT

POKE9657,255:POKE9658,255:POKE9659,255
THIS GIVES MAXIMUM CREDITS

POKE 9686,255 - ESCAPE POD

POKE 9689,255 - FUEL SCOOPS
POKE 9690,255 - ECM
POKE 9691,255 - ENERGY BOMB
POKE 9692,255 - ENERGY UNIT
POKE 9693,255 - DOCKING COMPUTER
POKE 9694,255 - GALACTIC HYPERSPACE
POKE 9670,255 - 255 MISSILES
POKE 9671,255 - 255 TONS OF FOOD
POKE 9672,255 - TEXTILES
ETC.....
POKE 9687,255 - ALIEN ITEMS
POKE 9720,255 - ELITE STATUS



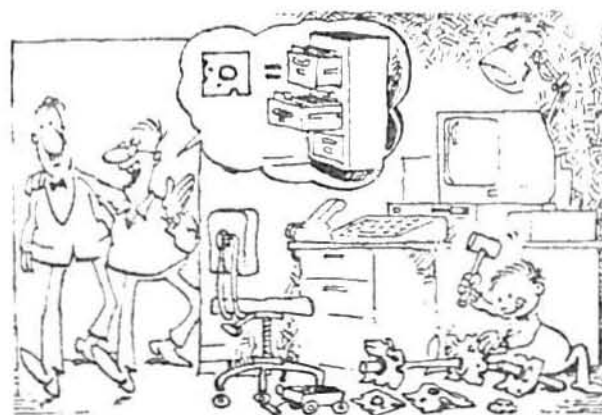
SYS 8192 TO CREATE A NEW SAVE GAME
TEXTILES

Flak.

To stop all the sprite collision just
RESET THE COMPUTER!

Poke 9524,255:Poke 9525,255

SYS 3072 to RESTART.



Ghosts and Goblins

RESET THE COMPUTER.

Poke 2175,(0-255) Number of Lives
Poke 2203,(0-3) Levels 1-4
Poke 2214,(1-5) Any of the five
Weapons (javelin,fire,dagger,axe,shield)
Poke 3901,0 Unlimited Time
Poke 7086,10 Zombies jump around on
Level one
Poke 7086,12 Zombies carry you around
Poke 7086,0 Disenable Zombies
Poke 4242,42 Smart Bomb
Sys 2128 or Sys 2090



Flights of fantasy

Adventure Reviews,
Hints and Game Help.



THING ON A SPRING

Just hold down the keys THING and the BACK ARROW and the cheat mode will come into effect!

Yeah you won't be killed off!



Z

Two choices Your choice of number of lives or infinite lives.

RESET THE COMPUTER!

POKE 2440, (Number of lives 1-255)

OR

POKE 6139,234

POKE 6140,234

POKE 6141,234

SYS 2304 TO RESTART



STRANGELOOP

These pokes have not been tested but are S'posed to give you infinite fuel and infinite lives.

RESET THE COMPUTER!

POKE 45486,173

POKE 44217,173

SYS 865 to RESTART!

THRUST

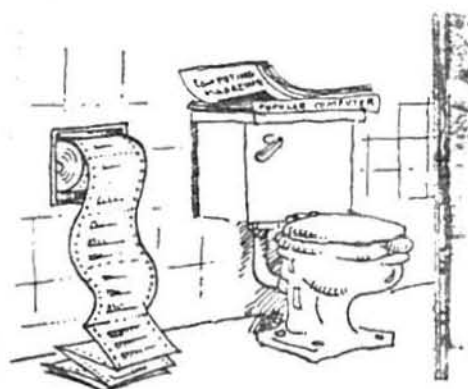
RESET THE COMPUTER!

POKE 6139,234

POKE 6140,234

POKE 6141,234

SYS 2304 for Infinite Lives.



POSTER FASTER

You just get to choose the number of lives that you want with this quickie!

RESET THE COMPUTER!

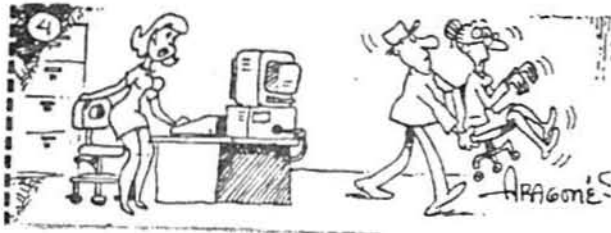
POKE 17826, (Number of lives-1-255)

SYS 37874 To Restart!



Flights of fantasy

Adventure Reviews,
Hints and Game Help.



MERMAID MADNESS

RESET THE COMPUTER!

POKE 17274,169

POKE 17275,0

POKE 17276,234

SYS 16384

This gives you infinite energy.



HOVER BOVVER

So that you can start on any screen
just....

RESET THE COMPUTER!

POKE 32133,65

SYS 32768 to restart.



HENRY'S HOUSE

Three good ones here....

RESET THE COMPUTER!

POKE 2576,(1-8) # Screen you want.

OR

POKE 4063,173 for infinite lives.

OR

POKE 5760,234 to kill sprite
detection.

SYS 2560 to restart!



KUNG-FU MASTER

How would you like no nasties?
type this in!

RESET THE COMPUTER!

FORX=7424T08960:POKEX,0:NEXTX

SYS32768 to restart!



HACKER

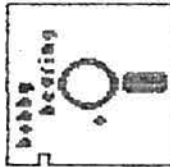
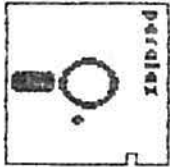
Just the security check answers.

Level 1: MAGMA, LTD (Dont forget space)

Level 2: AXD-0310479

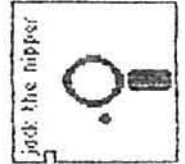
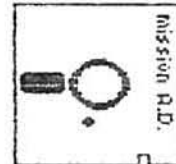
Level 3: HYDRAULIC

Level 4: AUSTRALIA



Softly, Softly.

Our Software Review.



CAULDRON"

Cauldron scored a massive hit for palace software at the beginning of '85 - which was fortunate for them as they haven't launched anything else since.

The game combined several different types of arcade game in a tough broomstick challenge that I've been playing for months and still haven't cracked.

You begin the game in a cottage on the edge of a dense forest. Hop on you broomstick and off you go scrolling over the trees, mountains, graveyards and shark-infested seas.

There are four doors in the scrolling Cauldron world through which are large complexes of rooms. The object of this part of the game is to hop from platform to platform, a la "Bounty Bob", collecting the ingredients you need to mix a spell.

It's all very witch-like. There are toads, bats and lizards - and you need to get them all into your pot before you can make that spell.

If you successfully mix the spell you can cast it to get inside the secret room where the golden broomstick lies.

This stick will enable you to rid the land of Cauldron of the evil pumpkins. Sounds easy? Don't you believe it.

The witches are referred to as hags - charming, and you have just nine of them to win the broomstick.

Manoeuvring that broomstick takes a bit of practice - especially landing in the right spot. There are so many different challenges to be mastered - it will keep you occupied for months.

Hints:

- 1) Take the ingredients for the spell back to the cottage one by one.
- 2) A sketchmap of the Hemlock Caves, Crypt, the Lava Chambers and the Pumpkin's Lair will come in handy.
- 3) Watch your magic percentage at all times - if it reaches zero you are erased!



"AIRWOLF"

This game from Elite is a multi cavern mega-rescue shoot 'em up.

The aim of the game is to fly your heavily armed chopper through an underground complex of caves where a group of scientists has been imprisoned by a crazed general.

Airwolf is not the most original game to be released in 1985 - several similar chopper games (Fort Apocalypse and Chopper Command) had pioneered the cave rescue game two years ago - but it remains one of the best implementations of the genre on the 64 yet.

The Airwolf chopper is infuriatingly difficult to master and, in fact, the whole game is not for the uninitiated.

This toughness put many gamers off when Airwolf first loaded, which was a shame because this is the game's strength.

There is something compulsive about games like this - you've just got to get further into the cave. Partly to see what lies beyond the next rock and partly to prove to yourself - and your 64 - that you can do it.

As well as mastering the controls there are several puzzles to be worked out just to make matters even more complex.

Oh - by the way - most of the walls of the cave are electrified as well. Touch them and you say goodnight...

Hints:

1) The complex is divided into five sections with one scientist in each. Rescue scientists one at a time and return to base.

2) At the beginning of each phase, shoot down the walls that house the Seekers - this is the only way of returning safely to base.

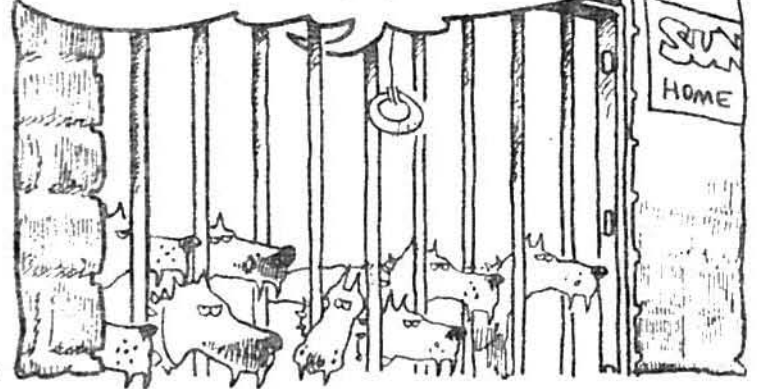
3) Practise manoeuvring the Airwolf and master it before attempting a rescue.

With thanks to
your computer May '86

...WE ALREADY KNOW HOW TO
SAVE & LOAD PROGRAMS...



...THIS BRINGS US TO THE CONCEPT
OF DATA FILES...



...HEH...REMEMBER LAST MONTH
WE TALKED ABOUT, AH, COMPUTER
CLUB MAILING LISTS...

WELL, WE MUST NOW BE
ABLE TO STORE, RETRIEVE...&
ADD TO THESE LISTS...



MAILING
ROOMS

SNAP!

ALL CORRECT
SIR...

HARD!

HELP!
SEND HELP
TO PERSONS
PLEASE!

MAIL
ROOM

UNCHAIN
US!

SOLIDARITY!

I WANNA
GO HOME...

MAIL
ROOM

EXCUSE
ME

FABBA
DABBA
CABBA
DABBA

TROMA TROMA
TROMA TROMA

... ANYHOW, READ THE TEXT...
AH... WORK IT ALL OUT... AND...
..UH...

...NEXT MONTH, WE'LL
MOVE ONTO SOMETHING
NEW!...





RHEUMERS!

Rheumer? - Commodore International to be "overtaken" by GMH Aust to produce the world's first C64 powered by an Australian made V8! Optional extras will include an on-board trip computer, (which is what happens if you use it as a doorstop!).

Rheumer? - Commodore International to become a cigarette company with the slogan - " 5 POKES ahead of the rest!!"

Rheumer? - GMH Australia to be taken over by Commodore International to produce the world's first car powered TOTALLY by silicon chips! Optional extras will include an internal combustion engine, so that the car can actually be driven!!

Rheumer? - LIONEL RICHIE and The COMMODORES to re-join Commodore International as Chief Executive Choir! With past hits such as "Three Times A Lady", "Dancin' On The Ceilin'" and of course the Hacker's National Anthem, "All Night Long", they are bound to be more than ample opposition to IBM with Ian Brian Meldrum, APPLE with Bananarama and ATARI with whoever they can pinch before they become too famous!

Rheumer? - Commodore Aust to gain support from the NSW DEPT of EDUCATION, by being included on the Govt Supply Contract! After being in the wilderness with the C64, ("Can't have those in our schools, they're just toys!") the AMIGA will finally make Commodore's name heard around the hallowed halls of Bridge St! But how can it compete with \$5000 IBM packages?? Surely if it doesn't cost a packet, it must be cheap and nasty??!

Rheumer? - Tuggerah Lakes User Group to join forces with GOSCOM, to become something like the C.C.C.C.C. (Central Coast Commodore Computer Club!!) Don't THEY like being called the Tuggerah TUGGERS any more??

Rheumer? - A much listened to RADIO STATION to employ trained monkeys as DJs to replace the untrained ones they have at present!! Lucky GOSCOM didn't get any HOLDEN Commodore owners at their May meeting, as announced by evening jock! "With so many Commodores (GMH) being stolen lately, you had better get along to this meeting and learn something about car security!" Close!



SHERLOCK HOLMES



SO DOES MY PIGEON. THE FOOT IS A GAME?

The game is afoot, no not the human variety, what I really mean is a term used by that most brilliant detective Sherlock Holmes.

This leads us into our review of 221b BAKER ST. Its basically a solve the crime type of graphic adventure but its a little more intricate than that, as I suppose something to do with Sherlock Holmes would be.

On loading you are asked how many players or teams. You are given the choice of 4 identities : Sherlock Holmes, Dr John Watson, Irene Adler or Inspector Lestrade.

You can use coded clues in the game so your opponents dont know what you are up to and you can also change your codes during the game. You also have the option of keyboard only or joystick to control the movement of your character.

There are 30 cases to solve which are on the back of the program disk and it is most important to read the case book before starting so it can give you vital background information for solving the crime.

The program pack also includes solution checklists to catalogue your clues, plan stratagies etc.

Badges and keys are used during the game, keys to unlock secret tunnels and locations and badges to lock locations that house valuable clues that you dont want your opponent to see.

A roll of the computer dice sends you on your way, but if you enter a location and receive information, your turn is over even if you had moves left on your die

Apart from walking through the streets of London, if you come across the carriage depot you may hire a cab and you are given the option of choosing 14 different routes.

When you have got enough clues to solve the case, the next move is elementary my dear reader, you just head straight for 221b BAKER ST. Once there you will be asked certain questions relating to the solving of the crime, and if you answer correctly you will be hailed as the winner.

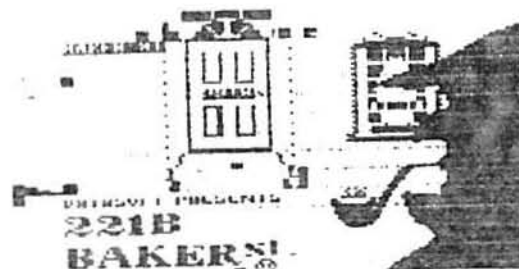
This game kept Steve and I enthused for ages, and is one I definitely recommend.

Software supplied by COMPUTERSCOPE HORNSBY.

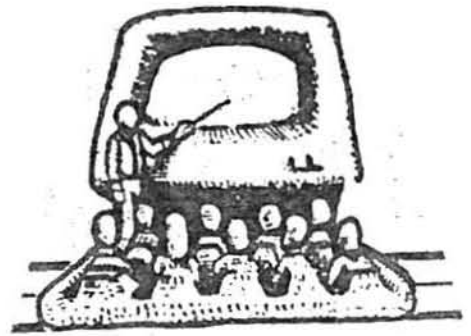
Software reviewed by Jeff. Campbell.

FIVE STAR SOFTWARE RATING.

Sound	*
Graphics	***
Lasting Interest	****
Originality	****
Overall	***



 * PORTRAIT OF A TUGGER *



- * Appearance: sunken, square, flickering eyes, (courtesy of a badly tuned monitor).
- * Pale, unsightly, mottled skin, (you try drinking Wyong water for years and thriving!!).
- * Gnarled, overdeveloped index fingers, (a legacy of the "hunt and peck" method of typing).
- * Slow, stuttering speech, (reminiscent of a poorly aligned 1541 drive).
- * Frostbitten toes, (from all the cold boots!!).
- * Absolutely terrible table manners, due to endless late night snacks devoured over a Commodore keyboard.
- * An irate wife/husband/girl/boyfriend behind the scenes.
- * Thinning, patchy, receding hair caused by pulling it out battling with the dreaded Commodore Basic V2.

If encountered, one of these beasts should be avoided at all costs, or packed off back to Alison Rd, Wyong. We Goscomians don't want THEM to know that WE look the same!!!

Rheumer? - Commodore International to re-release the VIC 20 as a combination home computer/vegie peeler! For a low, low, low price of \$9.99 (+P&H), ring DEMTEL on (02) 2120200, and you will receive this unique offer! BUT THAT'S NOT ALL!! The first 4 million buyers will receive ABSOLUTELY FREE! (+P&H) a bonus set of steak knives !! BUT THAT'S NOT ALL!! Commodore guarantee to discontinue making the computer as soon as you have opened the box!! At least it'll peel vegies!

D	T	E	T	A	C	U	T	E	R	A	N	S
O	M	N	I	S	O	N	I	C	E	Q	U	A
S	P	O	T	S	M	I	T	H	G	U	S	T
S	I	S	T	R	U	M	S	I	T	U	A	T
B	A	S	E	L	I	R	E	B	A	I	L	B
B	A	S	E	M	E	N	T	A	N	A	B	A
A	P	I	S	C	A	U	T	E	R	I	Z	E
R	A	N	G	T	E	R	N	S	A	N	G	O
B	R	A	G	G	A	R	T	S	D	O	L	L
S	T	I	L	L	S	S	E	C	R	E	T	E
B	E	T	W	E	E	N	T	O	O	L	A	S
O	B	O	E	F	O	A	L	S	A	O	V	A
S	O	U	R	E	U	P	S	E	T	I	O	T
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H	A	S	P	H	A	R	P	S	E	E	M
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F	A	M	E	A	H	E	N	T	R	A	D
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T	E	N	O	R	D	A	R	E	G	R	I
E	R	O	D	E	V	I	L	F	I	R	E
T	R	E	E	D	E	A	L	R	A	L	E



IBM APTITUDE TEST



Instructions: Read each question carefully. Answer all questions.

Time limit - 4 hours. Begin immediately.

HISTORY Describe the history of the papacy from its origins to the present day, concentrating especially but not exclusively on its social, political, economic, religious and philosophical impact on Europe, Asia, America and Africa. Be brief, concise, and specific.

MEDICINE You have been provided with a razor blade, a piece of gauze and a bottle of scotch. Remove your appendix. Do not suture until your work has been inspected. You have 15 minutes.

PUBLIC SPEAKING 2500 riot-crazed aborigines are storming the classroom. Calm them. You may use any ancient language except Latin or Greek.

BIOLOGY Create life. Estimate the differences in subsequent human culture if this form of life had developed 500 million years earlier, with special attention to its probable effect on the English parliamentary system. Prove your thesis.

MUSIC Write a piano concerto. Orchestrate and perform it with flute and drum. You will find a piano under your seat.

PSYCHOLOGY Based on your knowledge of their works, evaluate the emotional stability, degree of adjustment, and repressed frustrations of each of the following: Alexander of Aphrodesias, Ramses II, Gregory of Nicea, Hammurabi. Support your evaluation with quotations from each mans work, making appropriate references. It is not necessary to translate.

SOCIOLOGY Estimate the sociological problems which might accompany the end of the world. Construct an experiment to test your theory.

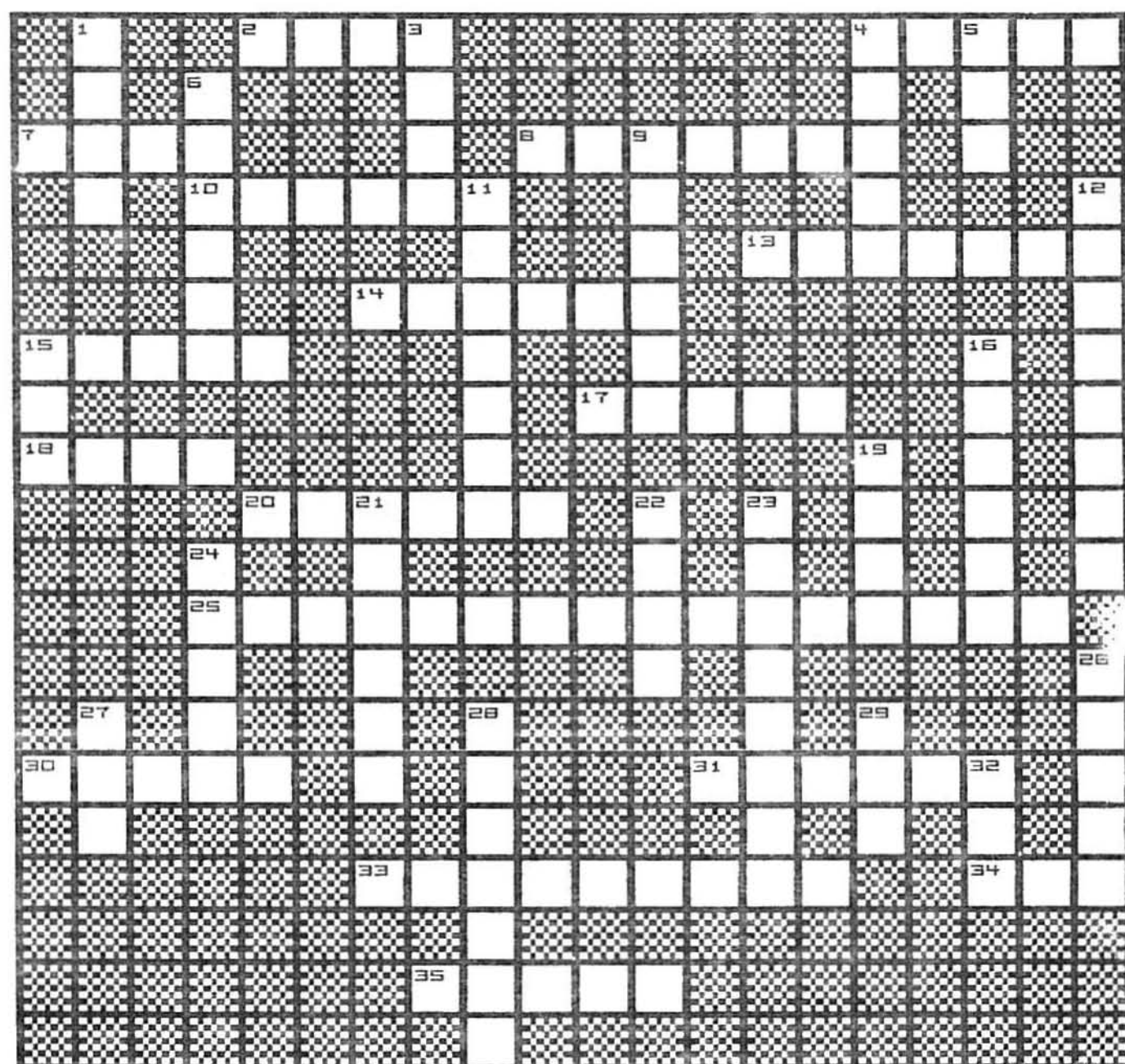
MANAGEMENT SCIENCE Define management. Define science. How do they relate? Why? Create a generalised algorithm to optimise all managerial decisions. Assuming a high-powered computer supporting 50 terminals, program each terminal to activate your algorithm, design the communications interface and all necessary control programs.

ENGINEERING The disassembled parts of a high-powered rifle have been placed in a box on your desk. You will also find an instruction manual, printed in Swahili. In ten minutes a hungry Bengal tiger will be admitted to the room. Take what ever action you feel appropriate. Be prepared to justify your decision.

POLITICAL SCIENCE There is a red telephone on the desk beside you. Start World War III. Report on the effect the war has on the Argentinian economy.

T.O.C.O.G.

Crossword July 1987



WORD LIST: JULY 87.

AMIGA FIVE HUNDRED
BALL
BAUD
BASIC
BEARING
BOXING
CALC
CPU
DESKTOP
DIRECTORY
FARRELL
FOURTH

FREEZE
GET
HARRIER
IBM
INPUT
LIST
MAKER
MAGNET
MEMORY
MONTY
MPS
OPEN

PC FIVE
PLUS FOUR
SHORT
SLIMLINE
SPIKY
SPACE
STAR
STAR
SUPER
SWITCH
TOY
VIC



T.O.C.U.G.

Crossword

CLUES

July 1987

ACROSS CLUES

2. This BOBBY is a --- BEARING.
4. ----- HAROLD.
7. GEO-----.
8. ? Publishing.
10. What PROTOCOL number is this one ?.
13. Editor of The Australian Commodore Review ?.
14. What must be done to a blank disk before it can be used ?.
15. CERTIFICATE -----.
17. This CIRCUIT has a ---- in it.
18. The maker of the GEMINI 10X printer.
20. Read Only -----.
25. The new Commodore computer coming out shortly?.
30. Bar at bottom of the keyboard?.
31. Frank Bruno's -----.
33. What to list on a disk to see what is on it?.
34. The --- Shop.
35. A statement receives data input from the keyboard.

DOWN CLUES

1. Twinkle Twinkle Little ?.
3. Displays one or more lines of a program.
4. -----BASE (Database).
5. Big Blue.
6. Commodore IBM clone.
9. Used to turn the computer on?.
11. Strike Force -----.
12. A new case for the C64. (is not FAT)
15. --- 1200 is a new Commodore printer.
16. ----- Frame.
19. The rate at which data is transmitted?.
21. To keep away from your disks because it may erase them ?.
22. Fill in the missing word.
----4,4:CMD4:LIST
23. Commodore computer.
24. Beginners All-purpose Symbolic Instruction Code.
26. Auf Wiedersehen -----.
27. Central Processing Unit.
28. Bobby -----.
29. ---20.
32. Basic command used to read the Keyboard is ?.



A FEW C-64 ONE LINERS

As found in *CURSOR* (Newsletter of the Commodore Computer Users Group (QLD)).

Type them in and go for it.

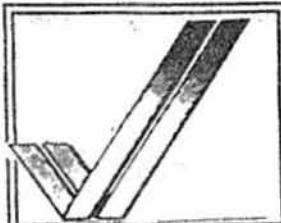
```
1 FOR X = 0 TO 9 : READ A : POKE 848 + X , A : NEXT :  
DATA 120,206,33,208,206,33,208,76,61,3 : SYS 828
```

```
1 POKE 646 , RND (0) * 16 : PRINT TAB (SIN(X) * 16 + 18  
"[RVS on] [5 spaces] " : X = X + 0.3 : GOTO 1
```

```
1 FOR X = 0 TO 1 STEP 0 : POKE 53280,2 : POKE 53280,7 :  
NEXT
```

{Run it for a while - then hold down the SpaceBar. also you can change the second number in the Poke statement. Eg POKE 53280, [3 or 8 or 12 etc] to give a different effect.





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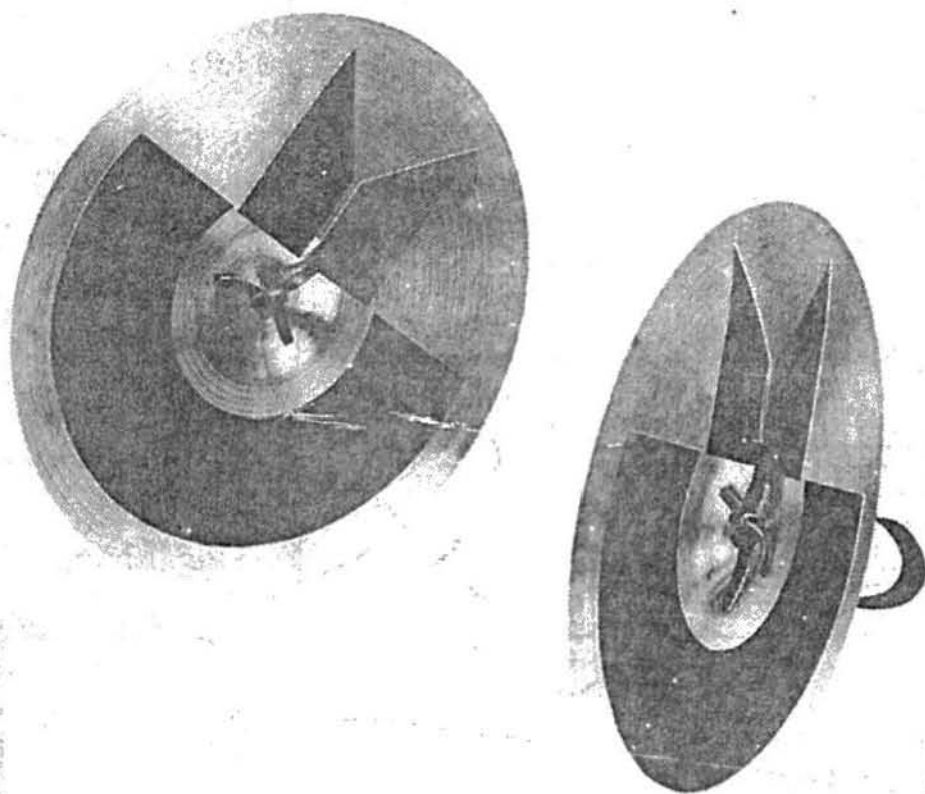
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Phone (02) 477 6886

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C= commodore
COMPUTER

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